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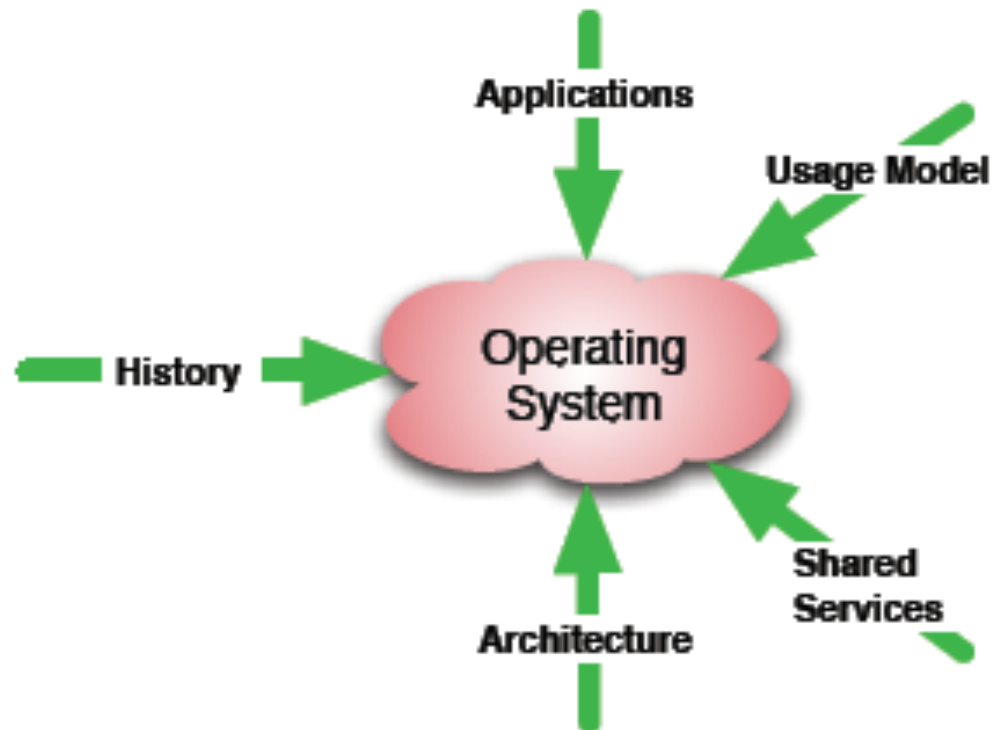
Extreme Heterogeneity: Operating and Runtime Systems Issues (The Total Bear)

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Factors Influencing OS Design



Architecture

- System-on-Chip (SoC)
 - Hardware specialization
 - OS/R needs to be aware of custom hardware capabilities
 - Potentially large collection of hardware capabilities where only a few may be used at a time
 - A single node will not be a single cache-coherent physical address space (true today)
- Photonic interconnects
 - Load/store across a larger domain
 - More intelligent memory controllers
 - Perhaps programmable by OS/R or application
 - Converged with network interface
 - Nodes will look more like racks, racks will look more like systems
- Special-purpose systems will become more general
 - OS will have to be engineered to adapt more easily to new hardware
- Trust model will have to evolve
 - Security model for users and applications likely needs to change
- OS will become much more distributed

Applications

- Increased complexity
 - Reduce complexity through componentization and composition
 - Decompose applications into tasks and services
 - OS/R will need to provide mechanisms for service discovery and composition
- Access to system services
 - Traps and blocking system calls are already insufficient
 - Convergence between OS and RTS
 - Expose hardware directly to application
- Tools are applications too
 - Tools typically depend more on system services
 - Less human interaction with tools
 - Consumer of diagnostic and debugging information may be the OS or RTS
- Rethink the connections between OS/R and programming environment
- Likely to be event-driven at some level

Usage Model

- Need to move beyond batch-scheduled, space-shared, non-interactive jobs
 - Dedicated resources versus shared resources
 - More interactivity with users and application services
 - Need to develop a new cost charging model for facilities
- Implicit versus explicit allocation and management of resources
 - Already seeing limitations with explicitly allocating cores, nodes, memory (burst buffers) etc.
 - OS/R will likely need to determine resources implicitly and be elastic
 - Methods for handling resource failures
- Data-centric versus compute-centric view of system
 - Differentiating between HPC and Cloud/BigData approaches
- Support new methods of moving data on and off of the system

Shared Services

- RAS System (Reliability/Availability/Serviceability)
 - System health monitoring
 - In-band and/or out-of-band
 - Global Information Bus
- External resources
 - External connectivity to network and storage
 - Streaming data from external instruments
 - New methods of data ingest/egest

History

- Legacy programming interfaces
 - POSIX probably needs to go away for more than just I/O
 - Glibc may not be the RTS of the future
 - How to provide support for incremental adoption?
- Standard protocols
 - Which abstraction layers allow for evolution?
- May finally have to move away for Unix model
 - Convergence of memory and storage is a fundamental change for the OS
 - Everything is really not a file
- Need to balance between starting from scratch and supporting existing infrastructure